

ACHS Physical Education Softball Rules

TEAM: Ten players constitute a team. Game balls must be 16 inches.

GAME TIME: Games will consist of seven innings

DISTANCES FOR PITCHING MOUND AND BASES: The pitching mound will be 46 feet away from homeplate. The bases will be 65 feet away from home plate for all games.

BALLS AND STRIKES: Each batter will start his/her at bat with a count of one ball and one strike. In other words, two pitched strikes equal an out and three pitched balls equal a walk (base on balls). A batter who hits a foul ball, including foul tips, on a count of two strikes will be out.

BUNTS OR INTENTIONAL CHOPS: The batter will be called out if they bunt or intentionally chop at the ball.

THROWN BATS: If the batter throws his/her bat, they may be warned, called out, or ejected depending on the severity of the incident, intent, and additional factors.

BASE RUNNING: Under no circumstance will stand-up collisions, at any base, be tolerated. Sliding is encouraged, but not required. HOWEVER, the responsibility of avoiding contact lies with the runner. If, in the umpires' judgment, the runner fails to take the necessary steps to avoid contact, and causes contact, they shall call the runner out.

STEALS: No steals are allowed in slow pitch softball. A base runner may not leave the base until either a pitched ball is hit or it crosses home plate. If the base runner leaves early, the umpire will declare "no pitch" and the base runner will be called out.

INTERFERENCE: A fielder (catcher also) has the right to go into the base path when

A) he/she has the ball

B) he/she is in the act of fielding the batted ball

C) he/she is in the act of fielding the thrown ball. If accidental contact is made under these circumstances the umpires will decide if the runner will be awarded the next base. If the contact was blatantly made by the runner, then the runner will be called out (and may be ejected.)

OBSTRUCTION: If a defensive player illegally hinders a batter or base runner then the base runner will be awarded an extra base.

OVERTHROWS & OUT OF PLAY: When a ball is overthrown into foul territory, the advancement of the base runners is unlimited. The ball is considered in play and runners can be tagged out while advancing. Overthrown balls going beyond the out-of-play line will award base runners one base from the last base they had touched when the ball was thrown.

PITCHING: Each pitch must meet arc requirements of 6-12 feet from the ground. If a pitch does not meet these requirements then the umpire will call "flat" or "top" as soon as it comes apparent that the pitch will not meet the requirements. A pitcher must keep one foot in contact with the pitching rubber during the entire pitching motion. Otherwise it will be ruled an illegal pitch and considered a ball. On an illegal pitch, if a batter swings and misses then it will be considered a strike.

TERMS:

Ball - a legally pitched ball that does not enter the strike zone (four balls equals a walk)

Grounder - A ball that is hit on the ground

Force out- when the runner is forced to advance to the next base to make room for the following base runner.

Fly ball - ball hit up in the air to the infield

On deck - the next batter

Pop up/Fly Ball - ball hit up in the air to the infield

Strike - term used when a ball is swung at and missed or is called when the ball enters the strike zone and is not swung at all.

Strike zone - the ball passes the batter over the plate between their chest and knees

Base on Balls/Walk – Batter is awarded first base when receiving four balls.

Double Play – Two outs recorded during one at bat

Tag up – Player must retouch base after a batted ball is caught by a fielder before advancing to the next base.